```
ec::IGeometryAccess
                  + ~IGeometryAccess()
                  + render()
                 # beginRender()
                 # onRender()
                 # endRender()
                  # IGeometryAccess()
                      ec::Geometry
                  # m_data
                  + ~Geometry()
                  + recalculateNormals()
                  + getVao()
                  + getVbo()
                  + getEbo()
                  # Geometry()
                  # beginRender()
                  # onRender()
                  # endRender()
                  # setMode()
                  # setType()
                  ec::DynamicGeometry
                 + ~DynamicGeometry()
                 # DynamicGeometry()
                 # beginRender()
                 # update()
ec::DynamicLineGeometry
+ DynamicLineGeometry()
+ ~DynamicLineGeometry()
+ setStart()
                                   ec::SpringGeometry
+ getStart()
+ setEnd()
+ getEnd()
                                  + SpringGeometry()
+ setLineWidth()
                                  + ~SpringGeometry()
+ getLineWidth()
# onRender()
# init()
# initVertices()
# initTexCoords()
# initIndices()
```